DABBLE™

The Fast Thinking Word Game

FOR: 2-4 PLAYERS or TEAMS

PLAYING TIME: 5 Minutes Per Round (30-60 Minutes Per Game)

OBJECT OF THE GAME:

To be the first player to score 100 points. Each player tries to be the first one to spell 5 words within the allotted time to win the round. As a variation, to make the game last longer players can agree before the game starts to play to 250 points, 500 points or higher.

RULES:

- Each player picks 20 tiles from the bag without looking at them.
- As you pick your tiles, place them face down in front of your rack.
- Once all the players have selected their tiles, turn the timer over and begin the first round.
- All players at this time can put their tiles face up on their racks and begin to create their 5 words.
- Each player's goal is to create one 2 letter word, one 3 letter word, one 4 letter word, one 5 letter word and one 6 letter word before the timer runs out.
- If none of the players are able to create 5 words before the timer runs out, time is up for round 1 and all players can exchange as many tiles as they choose to. The tiles to be exchanged are put back into the bag and shaken up before the players can pick out the same number of tiles as they discarded.
- Once the new tiles have been selected, the timer is turned over and the next round begins. This method of playing continues until there is a winner (e.g. 3 rounds). (Optional - if no winner is declared after playing 5 rounds, all players may take new tiles and start the game over).
- If one player has completed the task and created 5 words with no tiles to exchange, then this player wins the round and gets the total points of the other player's unused tiles (letters in waiting) as his/her score for this round. However, the players are entitled to make as many words as they can until the timer runs out.
- If more than one player has completed the task with no tiles to exchange, then each player gets the total points of the other players' unused tiles (letters in waiting). The other player(s) get 0 points for this round.
- If all the players have completed the task with no tiles to exchange within the allotted time, then you may choose one of the following options for that round:
  - The round is considered even and no one gets any points; or
  - The player with the highest score for any one word is considered the winner of this round and gets the amount of points of that one winning word.
  - If there's a tie, each player gets points. The other players get 0 points for this round.
- When the 5 words are presented to finalize a round, any player can challenge a word, either as being misspelled, or not a word at all. To CHALLENGE AN INCORRECT WORD, please refer to your personal dictionary.
- If the challenger is correct and the word is indeed incorrect, the challenger gets the points of the challenged word as it is misspelled/wrong word, and the presenter of the word deducts the same amount from his/her score.
- If the challenger is incorrect, he deducts the challenged words points from his/her score and that "round is over."
- Blank tiles have no point value and can be used as any letter, but NOT as an apostrophe.
- Dabble has only two apostrophe tiles and they have NO point value when used in a word, but count as a tile.
  - At the end of each round, each player including the winner of the round gets double points for a word with an apostrophe.
  - When the apostrophe is NOT used in a word by rounds end, the winner gets 5 points for it as a letter in waiting.

***BONUS SUBJECT WORDS** (Optional)

- At the beginning of each round, choose a "Subject Category" – see below for examples.
  - Clothing: hat, scarf, shoe, coat, blouse, jacket, sock, etc.
  - Foods: cereal, milk, bread, toast, egg, bacon, meat, butter, etc.
  - House Objects: carpet, lamp, couch, chair, bed, table, bulb, pot, etc.
- The "Subject Category" can be changed for each round.
- At the end of each round, each player including the winner of the round gets the point value for each subject word used on his/her rack.

SPECIAL NOTE:

- Words labeled as part of speech (including those listed as foreign origin, archaic, obsolete, colloquial, slang, abbreviations, prefixes, suffixes standing alone, and proper nouns) are not permitted in DABBLE. When playing in English, remove the 6 tiles labelled (rr, rr, ll, ll, ñ, ñ).

GAME CONTENTS:

- 142 Tiles (plus 6 Spanish Tiles); 4 five-tier stadium style racks; Sand Timer; Tile Bag; Rules (see other side for Spanish rules).

©2006-2011 Created By George Weiss and INI, LLC. All Rights reserved. For more information, visit our website, www.dabblegame.com